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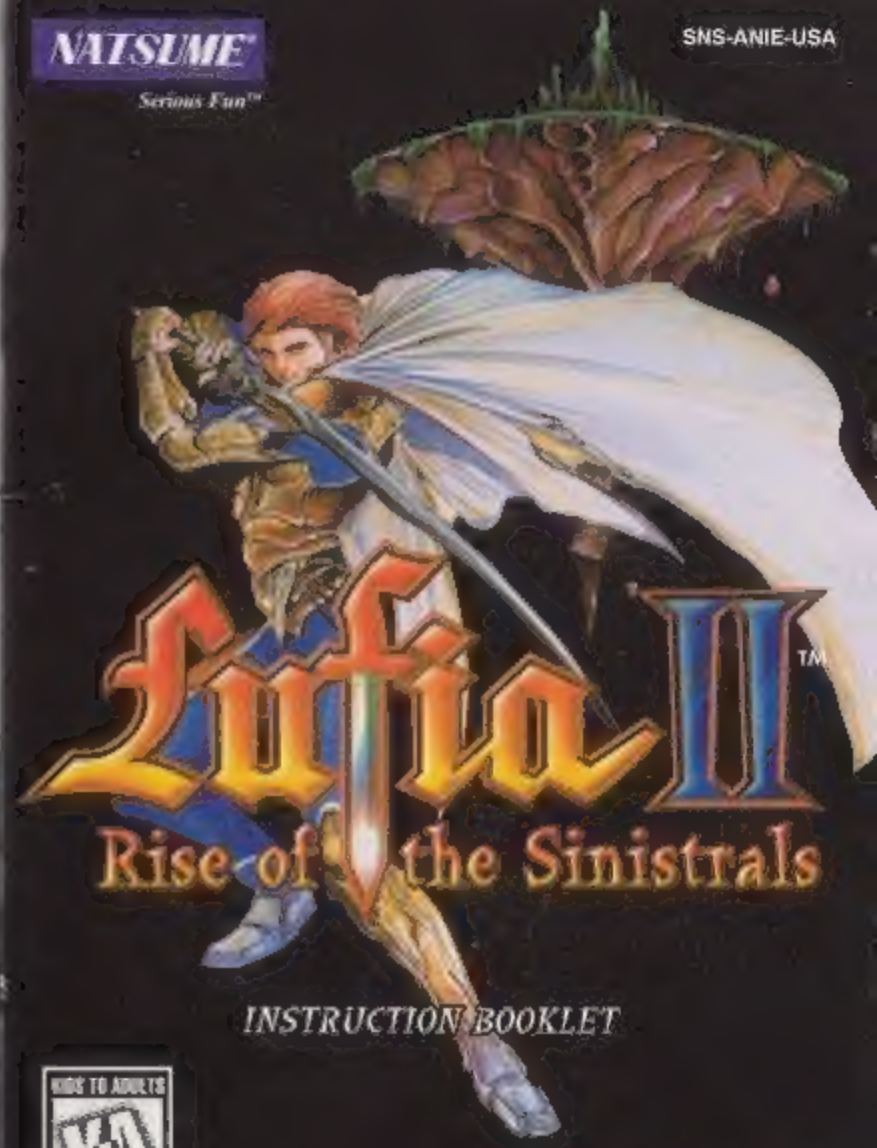

# Lufia II™
## Rise of the Sinistrals

INSTRUCTION BOOKLET

KIDS TO ADULTS
K-A
AGES 6+

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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# Lufia II™ Rise of the Sinistrals

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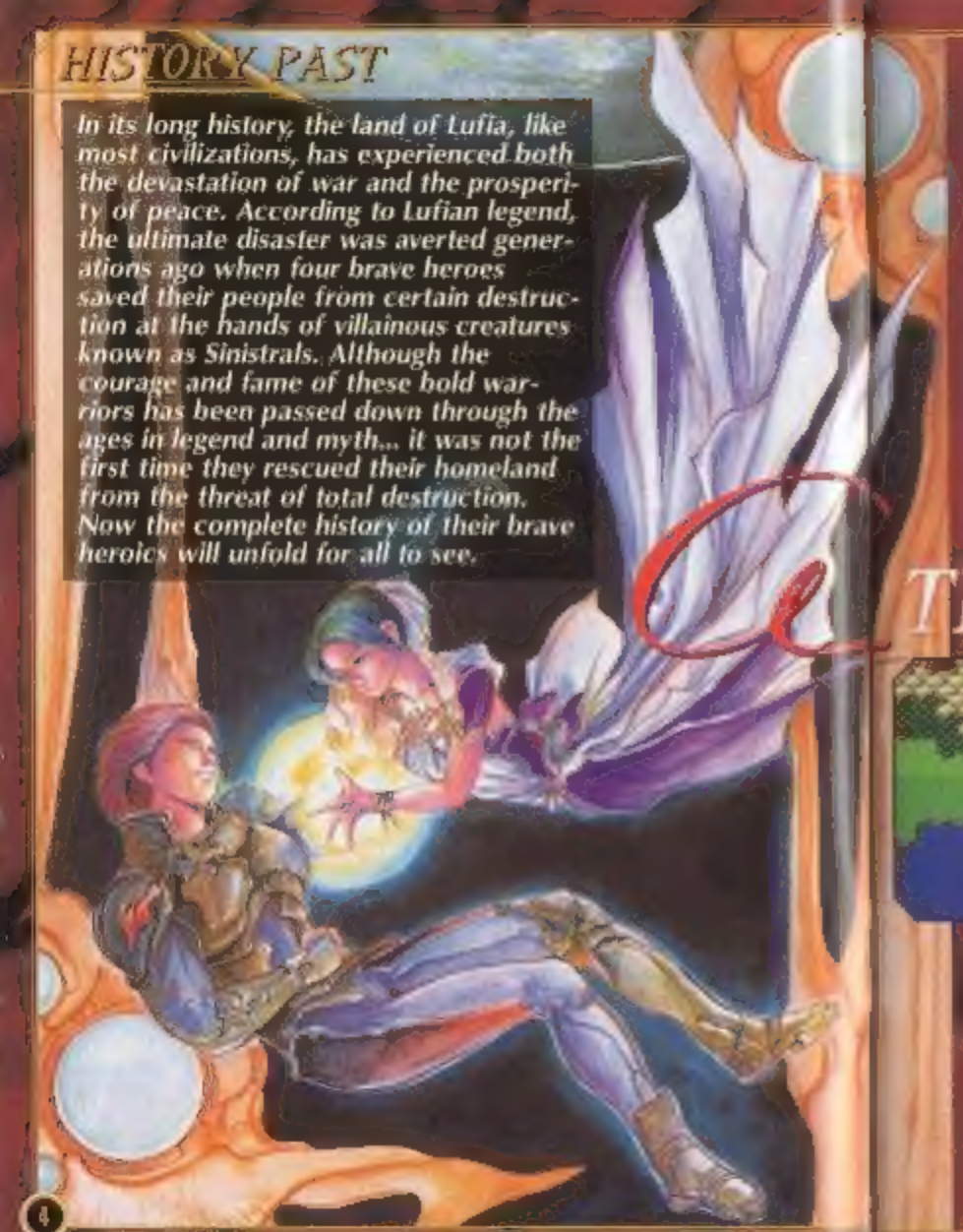
# HISTORY PAST

*In its long history, the land of Lufia, like most civilizations, has experienced both the devastation of war and the prosperity of peace. According to Lufian legend, the ultimate disaster was averted generations ago when four brave heroes saved their people from certain destruction at the hands of villainous creatures known as Sinistrals. Although the courage and fame of these bold warriors has been passed down through the ages in legend and myth... it was not the first time they rescued their homeland from the threat of total destruction. Now the complete history of their brave heroics will unfold for all to see.*





## POWER AND GLORY

*There are many reasons for war: greed, a difference in beliefs, or a hunger for power. The Sinistrals started a war for the most selfish of reasons. They simply wanted the land of Lufia for their own. And they knew that the time to strike was when the Dual Blade, a sword of great power, was resonating. Arek, the leader of the Sinistrals, could read the signs. The Dual Blade would be his key to victory. The poor, pitiful Humans of the land would soon know the power of the Dual Blade. And Arek would have victory for once and for all.*

# TIME FOR HEROES

*The Sinistrals may have the upper hand with knowledge of the Dual Blade's power, but the Humans are not done yet. If the monster hunter, Maxim, has anything to say about the future of the world, the Sinistrals will not have their wish. His story has begun. Now he will find others who will join his revolution against the Sinistrals. Now he will find the source of the war on the world. And, now his band of warriors will rise triumphantly over the Sinistrals. At least, that's the plan. Victory does not come to*

***Maxim and the heroes of Lufia prepare for battle!***

# HEROES OF LEGEND

The heroes of Lufia come from near and far. Some specialize in the power of weapons; swords, spears and bows. Others use magic to conquer their enemies. Together, these heroes will fight to prevail.

## Guy
### Swordsman

This master of the blade has a personal reason to fight the Sinistrals and their evil armies. He believes that they are responsible for kidnapping his sister. He will not stop fighting until she is free.

## Arty
### Elven Bow Fighter

Humans are not natural friends for this adventuring Elf. But, they are a hundred-fold more agreeable than the Sinistrals who came down upon Arty's town and spared no one. Arty will join Maxim and battle for revenge.

## Maxim
### Monster Hunter

The fate of this young warrior is strong and true. He will fight the evil forces that have struck the land. And, if he lives up to his potential, he will win. Maxim begins his journey in the town of Elcid, where a fortune teller tills him in on his mission.

## Selan
### Magician

Selan is the Royal Commander of the Army in Percelyte. She is a master of magic and sword fighting. Her strength and leadership will prove to be key in the battles ahead.

## Tia
### Fighter in Training

While Tia is the owner of the weapon shop in Elcid, she is still only learning the techniques of battle. Her first weapon is a Frypan. She'll soon know how to cook up a victory with this and many stronger tools.

## Lexis
### Inventor

Lexis is [illegible] as clever and [illegible] as he [illegible] to be. His gadgets will [illegible] the band of heroes [illegible] across the land in search of the Sinistrals. He will soon master air and water travel.

## Dekar
### Bodyguard

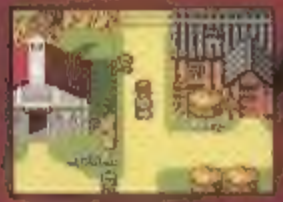
Hydecka protects the prince of the Bound Kingdom. He is a good swordsman and very sure of his skills. When Maxim's journey winds though the Bound Kingdom, Hydecka will offer his services to the cause and promise victory over the Sinistrals.

# PLAY CONTROL

**The journey begins with you. Here's how you can guide Maxim and his fellow fighters to victory. The Start Button begins the game. The other controls are as follows.**

## FIELD/TOWNS

*Play control is virtually the same in the field as it is in towns. See Page 12 for more details.*



- The Control Pad moves the lead character North, South, East, West and diagonally.
- **A** Position your character near villagers and press the A Button to hear what they have to say.
- **X** A tap of the X Button calls up the sub screen for playing options.
- **L-BUTTON** Holding the L Button has the same effect as pressing the A Button repeatedly.

## BATTLE

*Your fight against the forces of the Sinistrals will involve the use of weapons, magic spells and special items. There are many ways to win. See Page 22 for more details and strategies.*

- Use the Control Pad to move the cursor so that it highlights the icons of choice.
- **A** Press the A Button to select the highlighted option.
- **B** Press the B Button to go back one step so that you can re-think your strategy.
- **X** A tap of the X Button will bring up information on the highlighted item, weapon or spell.
- **L-BUTTON** Holding the L Button performs the same function as hitting the A Button quickly in succession.
- **R-BUTTON** If the current weapon or spell can hit multiple enemies, the R Button will select all targets.

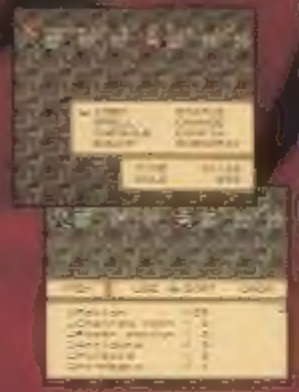
## DUNGEONS

*While enemies will ambush the party in the field with no warning, you can see them coming in the dungeons and other interior fighting scenes. You can also hit enemies with arrows from a distance in order to stun them. See Page 15 for more details on dungeon fighting.*

- Use the Control Pad to move the lead character, and the cursor when appropriate.
- **SELECT** The Select Button brings up the special skills menu. See Page 20 for details.
- **A** This action button allows you to choose the highlighted icon or engage in battle with an enemy.
- **B** Press the B Button to swing the sword of the lead character.
- **X** A tap of the X Button will bring up the sub screen when you are not fighting monsters.
- **Y** The Y Button allows you to use special skills. See Page 20 for details.
- **L-BUTTON** Press the L Button for rapid use of the A Button function.
- **R-BUTTON** A tap of the R Button turns the character that is under your control.

## SUB SCREEN

*The sub screen allows you to manage the status of your fighting party. You can heal them with potions, equip them with weapons and study their items. See Page 18 for more information.*



- The Control Pad allows you to move the cursor to various sub screen icons.
- **A** Press the A Button to select the highlighted icon.
- **B** The B Button allows you to back up one step and cancel your selection.
- **X** Press the X Button to bring up information on the currently selected option.
- **L-BUTTON** Use the L Button to scroll up through the list of options.
- **R-BUTTON** Use the R Button to scroll down through the option list.

# GETTING STARTED

**The journey begins now. As you adventure through the land of Lufia, you can save your progress with the game's battery back-up. If you stop playing for a while, you can pick up where you left with your last saved game.**

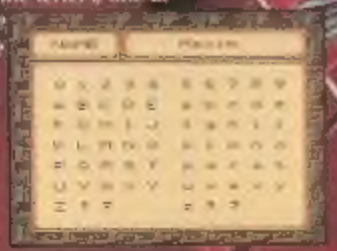
## NEW GAME

The Game Select Screen shows four places where saved games are stored. Saved game information is displayed on the screen. In order to start a new game, move the cursor to the word "Start" using the Control Pad, then press the A Button or the Start Button.

Place the cursor on "Start" and press the A Button to begin. Even if all four saved game slots contain game information, you can still start a new game from the beginning of the adventure.

## ENTER NAME

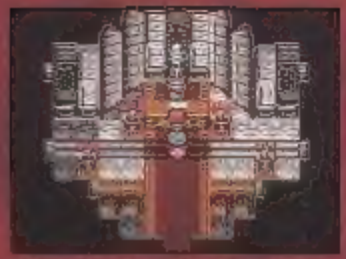
While the default name of the main character is Maxim, you can customize your game and change his name. Press the B Button to erase the letters, one at a time. Then move the cursor to highlight the desired letters and press the A Button to select them. The name cannot exceed five letters.



You can use Maxim as the name of the lead character or change his name for a more personal playing experience. The maximum length for the name is five letters. If your own name is too long, you can use your initials.

## SAVING

You'll find a special shrine in every city and castle where a wise man waits to save your progress, revive the perished members of your party and return all other states to normal. You should save your progress whenever you have the opportunity. Be sure to save in more than one file.



Select a file and press the A Button. The old man will ask you to confirm your choice. When you do, your progress will be saved.

## SAVING OVER DATA

When all four of the saved game slots are filled, you can save over a previously saved game. This progress does erase the previous file, so make sure that you don't save over a file that you want to keep. Move the cursor to the appropriate slot and press the A Button to proceed.

When you save over a file, the old file will be erased. Don't save over games that you want to keep.

## CONTINUE

When you're ready to continue a saved game, turn on the power and press the Start Button to move to the screen that displays the information regarding saved games. Then, select the appropriate file by moving the Control Pad and press the A Button to resume the play.

Use the Control Pad to highlight the game that you wish to resume, then press the A Button. You'll start where you last saved your game.

# GAME SCREEN

The various types of game play are presented on different types of game screens. The following pages describe the game screens and explain how to use them while playing.

## SHOP SCREEN

Shops are located in villages. If you want to do business, position your character in front of the merchant and press the A Button. The merchant will present you with several options to choose from.

**MERCHANT**

Some merchants offer different goods than others. Prices for similar items are quite close.

**ENTER/EXIT**

Shops have doors which lead to other parts of the villages. Some shops also have stairs. Make sure to explore.

**YOU**

The lead character does all of the buying, selling and talking for your party. You control his actions.

- The Control Pad allows you to move the cursor to various shop options.
- **A** Press the A Button to select the highlighted option or item.
- **B** Press the B Button to go back one step and cancel your selection.
- **X** A tap of the X Button will allow you to see information on the selected item.
- **L-BUTTON** The L Button allows you to scroll through a list of available items.
- **R-BUTTON** The R Button also allows you to scroll through the item list.



## SELLING THE SURPLUS

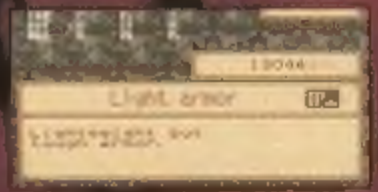
If you have more items than you need, you can sell off your surplus stock. You'll receive about half of the going rate for each item that you sell. There are no options for bargaining with the merchant when you are selling items.

## SHOP AROUND BEFORE YOU BUY

As you scroll through the lists of armor and weapons, you can see how each item will affect the members of your party. The arrows indicate a loss or gain of their attributes. You can also tell which characters can equip various items.

## POWERS REVEALED

When you press the X Button, you'll see information on the selected item. The letters "IP" next to the name of an item will show that the item has special IP powers. Press Right on the Control Pad for information on that special power.



See page 24 for details on IP. It pays to know about the various strengths that IP can bestow upon your weapons, armor, rings and stones.

# FIELD SCREEN

*Action in the open road centers on your lead character. Even if there are other warriors in your party, only the lead character is represented in the field screen. Monsters cannot be seen until they ambush your party and engage in combat.*

**TOWN**

*Towns are represented by icons. When your party moves over a town icon, they'll enter that area.*

**YOUR PARTY**

*The lead character represents the entire party in field screens.*

**UN-CROSSABLE**

*Your party cannot walk over obstacles, such as mountain ranges and rivers.*

**PLAY AREA**

*Guide your party through the field and be prepared for monster ambushes.*

# TOWN

*When your party enters a town, the name of the town appears on the screen for a few moments. You'll see your entire party in town screens. Move them into position to talk to townspeople and press the A Button. You can also enter buildings and climb up and down stairs.*

**TOWN FOLK**

*Position your lead character to face a townsperson and press the A Button to talk.*

**DOORS**

*Some doors are tricky to find. When you see them, move your party through them to enter the next scene.*

**YOUR PARTY**

*The full party is shown here. Guide them through the town for information, rest and goods.*

**EXIT**

*Some towns have more than one exit. You can also occasionally find stairs that lead up or down.*

# DUNGEON SCREEN

*Dungeons are full of traps, puzzles and monsters. The monsters are in full view here. They are very cautious, only moving when your party moves. You can either avoid them or confront them. You can also find secret passages in dungeons sometimes by pushing against walls and statues.*

**YOUR PARTY**

*Guide your party through the dungeon, making sure to explore all of the passages.*

**MONSTER**

*You can attack or avoid monsters. Some doors won't open until all monsters have been defeated.*

**SWITCH**

*Pull on this switch from a Weak Point in the level above to open a door.*

## Switches

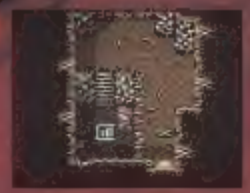
*Switches sometimes open doors or trigger bridges and ladders to extend in other areas. You can flip switches by moving your lead character into position and pressing the A Button.*

## Picking up Objects

*Some objects, like vases, can be picked up. Position your character in front of the item and press the A Button to pick it up. You can walk around with the item, then set it down with another tap of the A button.*

## Jump Down Arrow

*Some carvings on the floor indicate spots where your party can jump from one level of a dungeon to another. Guide your lead character to the arrow and move in the direction that the arrow is pointing for him to jump.*



## Pushing Blocks

*You can move blocks and statues in dungeons. Position your lead hero so that he is pressing up against a block, then push the A Button to move the obstacle.*

## Keys

*There are keys in treasure chests in almost every dungeon and tower. Your character will use keys automatically when you have them.*

## Hint Signs

*Hint Signs give important clues. Guide your character in front of one of these plaques and press the A Button to read them.*

## Cut the Grass

*Your sword often comes in handy where there is foliage. Press the B Button to swing the sword to cut away grass and moss. You may find a hidden switch or passage.*

## Weak Points

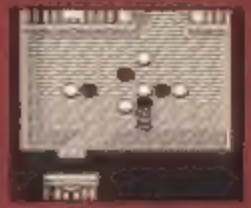
*Dungeons are rickety places. Some have broken walls that can be blasted with bombs. Others have weak floors. If your character walks onto a weak section, he'll fall through to the lower floor.*

## Arrow Switches

*Some switches are hard to reach. You can hit these switches with arrows. You may have to move some blocks out of the way for a clear shot.*

## PUZZLE ROOMS

*Many dungeon rooms present puzzles that must be solved in order for you to move on. Puzzles involve switches, keys, blocks that can be pushed and other subjects discussed in the previous pages. If you find a hint sign on the wall, make sure to read it for an important clue.*



## HELP IS HERE

*Just when you need them the most, you will find icons with which you can save your progress, restore Hit Points and restore Magic Points. These icons are often hidden deep in the darkest dungeons. Guide your lead character over the icons. This will give you the option to save and restore. Then you can move on with confidence.*

*The HP icon indicates that this is the place to restore Hit Points. Move your lead character onto the icon and your points will be back to their max.*

*The MP icon works just like the HP icon. When your character steps onto this section of the floor, the Magic Points for all magic users will be restored.*

*It's important to save your progress often because, if your party perishes, you can continue your game at your last save point. Step on this icon to save.*

# SUB SCREEN

*If you need to check on an item, equip a weapon, use a spell or change the order of the characters in your party, you can perform those functions, and more, in the sub screen. Press the X Button to bring up the sub screen, then survey the screen for the options of choice.*

## Items

*Press up or down on the Control Pad to scroll through the items in your inventory. Press the B Button to switch to the item bar, then press left or right to choose between the Use, Sort and Drop options.*

## Spells

*When you select spells, a blue bar will appear under one of the characters. Move the bar to the appropriate character and press the A Button. Spells that you can use will be shown in color.*

## Equip

*It's important to make sure that your characters are using the right equipment. You can equip items individually or select the "Strongest" option to automatically give your hero the strongest equipment available.*

## Status

*The Status selection allows you to see the character's name, current level, Hit Points, Magic Points, attributes and equipped items. You can also see how much experience they need in order to reach the next level.*

## Character Order

*This option allows you to change the order of your party members. Press the A Button to select a member of the party, then move the cursor and press A again to change that character's position.*

## Capsule

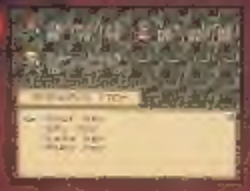
*Use the Control Pad to move between the Feed, Change and Name options. Then press the A Button to choose the selected option. You'll find more information on capsule monsters on Page 28.*

## Config

*The Control Pad allows you to select various game configuration options. Press the A Button when you've arrived at an option that you would like to change.*

## Scenario

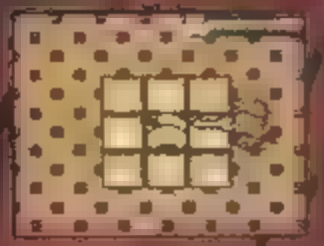
*The Scenario option shows you a list of the keys that you have collected. You can use these keys to enter doors in dungeons. Just walk up to the doors and your hero will use the appropriate keys automatically.*



# SPECIAL SKILLS

Dungeons are packed with puzzles that require special skills on the part of the hero in order to be solved. Press the Select Button to view your skills. You'll start with the Sword skill.

## ARROWS



## BOMBS

## BOOMS

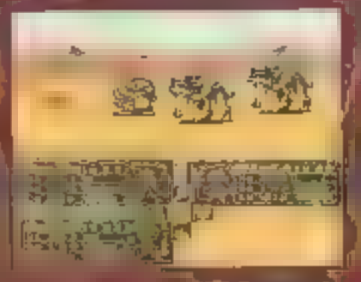
## BOOMERANG

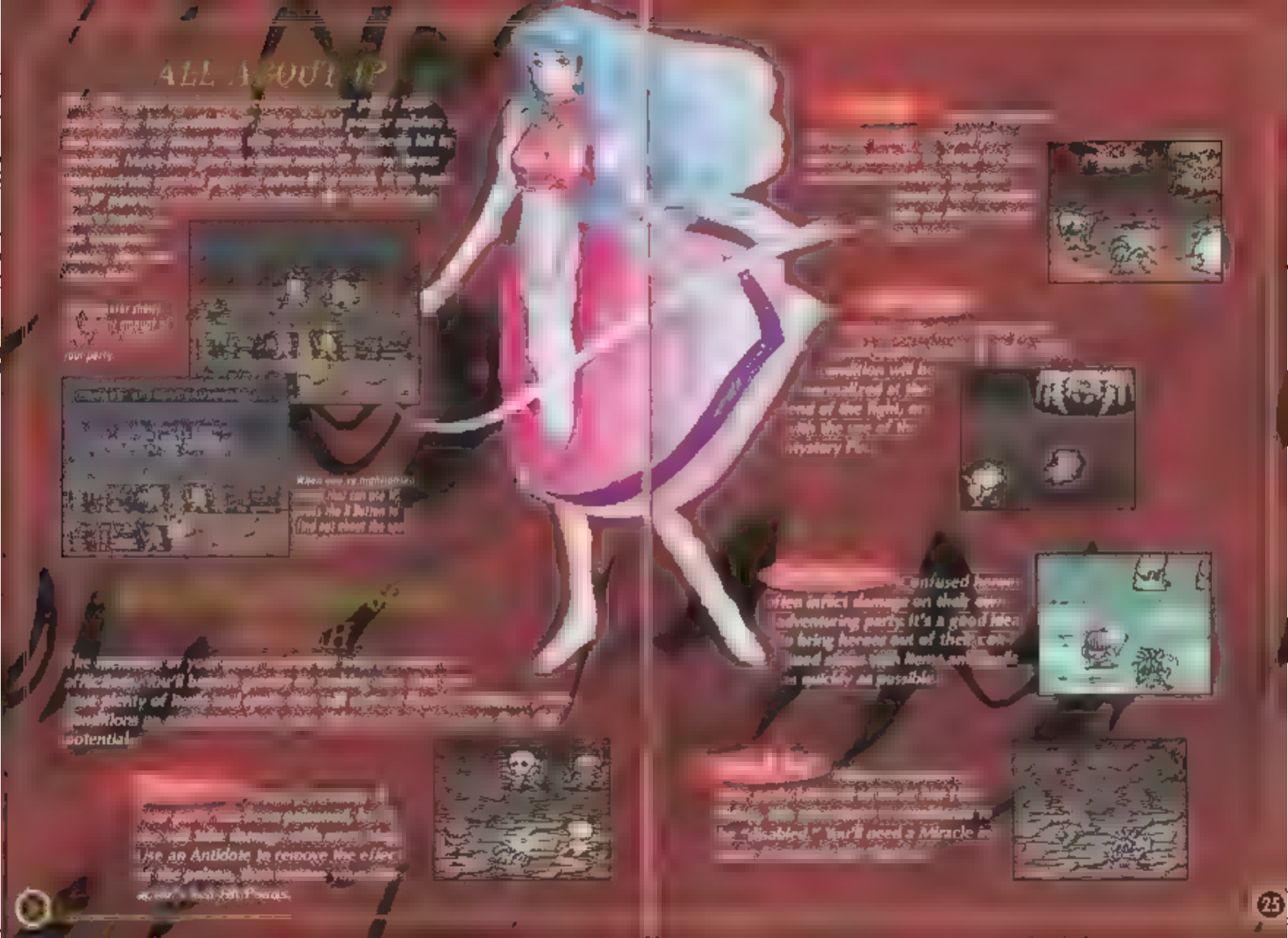
## HAMMER

## RESET

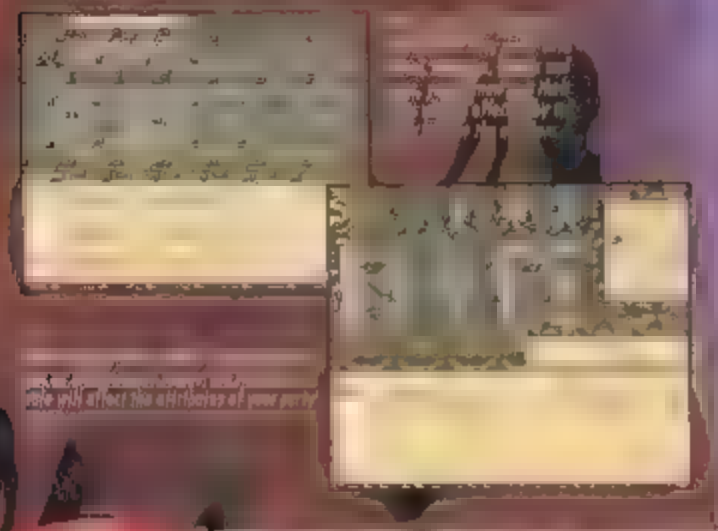
# BATTLE SYSTEM

# FIVE WAYS TO FIGHT



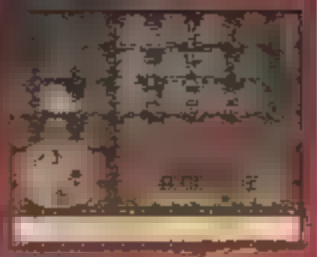

ALL ABOUT HP
Use an Antidote to remove the effec
"disabled," you'll need a Miracle
25

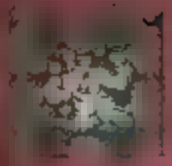
# VITAL SIGNS

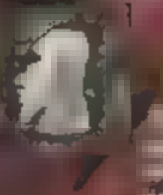


# APSULE MONSTERS

# ELEMENTAL DIFFERENCES IN CAPSULE MONSTERS

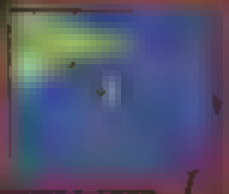




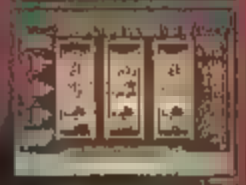


# PECIAL TRAVEL

## SPECIAL MACHINE



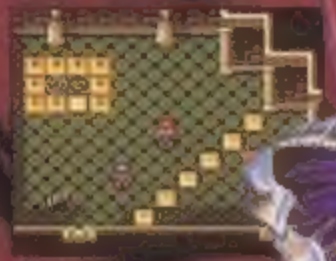
# ASINO GAMES



# HELPFUL HINTS

**The challenge of the land is before you. Lufia needs your help. Before you go, listed below are four hints that should help make you a master. Follow this advice for adventurers and you will go far.**

## HINT 1
### Make Maps



It's easy to get lost in all of the towers and dungeons of Lufia, especially when you're searching for keys. Use a pen and a piece of paper to make maps of the more maze-like areas. Then, when you return with the keys, you'll know your way around.

## HINT 2
### Experiment

It's easy to get into a monster-fighting rut. You might find yourself always using the default fighting commands. Then, you won't be prepared for the tricky battles in late stages of your adventure. Make sure to experiment with special abilities and IP in the early stages. Then, you'll be able to take on more advanced monsters with ease.

## HINT 3
### Watch Your Party

You control the fighting actions of every character in your party. Some party members have special strengths and weaknesses. Make sure that you are aware of these differences. There are spells and items that will help to strengthen party members where they may be naturally weak.

## HINT 4
### Build Levels

The most important rule of adventuring is to build experience levels so that you won't be caught in advanced situations with a weak party. There are a few monsters that offer an incredible amount of experience, and very little gold, to the victorious adventurer. The monsters and the area they appear are shown in the photos. Fight them and build fast.

# THE ADVENTURE BEGINS

**The people of Lufia need your help. The Sinistrals are fast approaching and heroes are hard to come by. Here are ten steps that you can take at the beginning of your adventure to get started on the right foot.**

## STEP ONE

You'll begin the adventure with Maxim, alone, in the village of Elcid. There are several citizens to talk to for items and information. Guide Maxim over to Tia's shop first. Buy and equip a small shield. Then, explore the rest of the town.

## STEP TWO

When you begin to leave Elcid, an old adventurer will flag you down and tell you to meet him at the special skills cave, south of Elcid. He'll take you through a training session. The lessons will include sessions on fighting enemies and basic puzzle-solving.

## STEP THREE

Journey north of Elcid and cross the bridge. Then fight lizards and jellies until your experience is up to Level 4, at least. Next, return to Elcid, have dinner with Tia, buy a Rapier and equip it. If you have completed all of these steps, you're doing well. Keep up the good work.

## STEP FOUR

As you leave again, the townspeople will alert you to a new problem. A monster has stolen the key that leads to Sundletan. They need an adventurer to fight this beast and return the key. You fit the bill. Before you go, stay at the inn and visit the shrine to save your progress.

## STEP FIVE

The lizard man is in the cave to the north. You'll meet this beast after a short series of puzzles. If you can do away with him, you'll earn the key. You should be up to the task if you're at Level 4 and you have at least five HP restoring Potions. After you win, you'll meet Iris. She'll provide some important information.

## STEP SIX

Now that you have the key that allows for you to go to Sundletan, you can open the Sundletan door. Before you go much further, though, you should talk again to the townspeople of Elcid. They will have some good advice. Once you've had an earful, you can move on.

## STEP SEVEN

The people of Sundletan have experienced a series of recent earthquakes. You can help them solve the mystery of the quakes. But first, you should prepare for the adventure. Build your experience to Level 6 and save 400 gold. Then, buy a Dagger, go back out into the field and earn enough cash to buy a Cap.

## STEP EIGHT

You'll learn that the lake cave is the source of the earthquakes. There, you'll find a series of new puzzles to solve and a cave full of tough enemies. You should be able to take care of this challenge if you've reached Level 7 in experience. Take your time and don't give up.

## STEP NINE

With the mystery of the lake cave solved, you can go to the shrine in the Alunze Kingdom, where the bridge is out. You'll discover that a woman has been looking for you. You'll find this women surrounded by monstes when you return to the lake cave. After you save her, she'll join your party as Tia.

## STEP TEN

Go back to Sundletan for items and information, and make sure to get the best armor and weapons for both Maxim and Tia. When you leave town and return to the Alunze Kingdom Shrine, the bridge will be repaired. That's your signal to cross.

## GO OUT AND CONQUER!

You're on your own from here. Remember to build your levels and search for the best items and spells. With some thought and patience, you'll be sure to succeed. The people of the world are counting on you. With your help, Maxim and his fellow adventurers will become heroes of legend!

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NATSUME INC.
1818 Gilbreth Road, Suite 229
Burlingame, CA 94010
Tel: (415)692-1941

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**NATSUME Inc.**
1818 Gilbreth Road, Suite 229
Burlingame, CA 94010

Information Hotline
(415)692-6737


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